(Intro)(me) well you guys wanted this (game) So back in November of 2018 when I created my Patreon, I decided to have my 100$ goal to be the rereview of the N.Sane trilogy that people have been asking for for ages. I never thought I'd actually get to that ammount of money, I'm the least lucky person in the world, then December 2019 happened. I surpassed the 100$ threshold early in the month, but then things got fucky. Some payments failed and I dropped below 100$ again, but then I still made over 100$ Canadian, so I wasn't sure what to do, fuck it I said. I'll do the review, I'll just take my sweet ass so I don't deliver a rushed product like last time. But that's not the full story, the full story is long and personal, so skip to this timecode if you don't want to hear about it. Our story begins in the first half of 2017 during that old chestnut known as the (starfoxathon) back in 2017 I strived to make in depth reviews of the entire starfox series and after a promising 2016, this was my channels prolonged public suicide because this series flatlined. Nobody watched it and I don't think the channel ever fully recovered. But whatever right? Just a couple videos. Well, it was kind of all I had to look forward to for a time. 2017 was a particularly rough year for me. I started the year at a new dead end job that quickly turned into a hell of getting yelled at by customers and being abused by the most unlikable, incompitent, poloticing set of employees you will see, there's a total of one person I still talk to from that shithole. It was so draining that I found myself getting sick every few weeks. In fact, in June 2017 I was sick 4 times. I had a cold at the beginning of the month, a stomach flu immediately after that, then I got a jaw infection, then I had another cold after that, and still took no time off work because I'm as stubborn as a fucking mountain. In fact, some of the Star Fox Zero video was recorded while the right side of my jaw was swollen to the size of a baseball, which is why some of the word choice was so weird, I literally couldn't say some words. So, channel was flatlining, dead end, horrible job and constant illness. Friends? No they stopped talking to me, no given reason, they just did. Then I went through a particularly rough breakup, one that I still kick myself over because I was such a fucking idiot. The breakup itself wasn't the issue, it was the circumstances that left a scar that my dumb ass is constantly reminded of for how stupid I acted. All this is on top of a number of other things I'd been dealing with, like family issues that surfaced in 2013 that made me not want to even speak to my own flesh and blood, which is an issue that still persists to this day… and then my cat died, that was more or less the breaking point after 6 or 7 months where I was constaly thinking "how can this month outdo last month". And how this ties into the nsane trilogy is that my cat died 2 days before the nsane trilogy came out. I was an absolute mess when it came around to that time. But a while before the N.sane trilogy came out and the starfoxathon had bombed, I was in a rut trying to figure out what to do next, seeing as this channel was my only creative outlet and pretty much the only thing I had that I enjoyed doing at that time, the starfoxathon crashing and burning was a tough pill to swallow and really didn't help my state to put it mildly. So I discussed it with a friend and we both decided that the next best course of action would be the crash Bandicoot series. I had success with the Spyro games and the N.sane trilogy was coming out in a week or two so I thought that would be the perfect way to announce the marathon. Well I let my emotions get the better of me, I was needlessly angry, condescending and cynical towards many people in that video. I acted like a real jerk and I'll own up to that. Not to mention it was rushed because I wanted to capitalize on the new game. But I have one thing I'm still really proud of. To my knowledge I was the first person to bring up the hitboxes being skewed against you. It wasn't until a couple days later that news broke of the pill shaped hitboxes, I said it first. But then the crash marathon came and went and I still had this little unflattering piece of food on my plate. (Me) And here we are. I won't get into the history of the game because I've already wasted enough time, but I did want to address something else. Why now after all of this time are we going back to the nsane trilogy. Well you see, after some calculations and after accounting for different cuts, remakes and remasters and the official retconning of the original N.Sane trilogy video, this is officially my 100th unique review. (Noisemaker) I didn't want to make a big deal out of it because it doesn't really matter and the official number will still fluctuate in future. But as for right now we've made it to 100. If it feels anticlimactic, it's because it bloody well is. (Game) Crash Bandicoot the N.Sane trilogy is… crash Bandicoot. Herein lies the major obstacle when talking about a remake, remaster whatever you want to call it. How much can you actually say about the game without it turning into a discussion about the individual games. Imagine you have 3 individual objects, then you encased those 3 objects into a larger object, well those 3 objects are still what they are and are taking up most of the space within the

bigger object. So if you're only trying to talk about this space right here, you can only say so much before you end up talking about the 3 I individual encased items. That's the challenge I face when talking about the N.sane trilogy. So I need you to listen, if you ignore the rest of this video, at least listen to this. Please understand that everything I don't mention is still the same. This is a discussion about the N.sane trilogy specifically and everything good and bad about the original games is still good or bad. So please understand that if I'm coming across as negative, that's because I'm discussing the outer layer here and the inner layers here are still basically as good as ever. I still really like the trilogy as much as ever and it's still basically as good as it ever was in the N.sane trilogy. Capiche? Well I guess that titles a pretty good start. I've never like the N.sane trilogy as a name, it looks dumb, it sounds dumb and it fails to get across what it wants to get across. It's trying to go for the connection to crash's home Island, n.sanity island. So it fails as a pun and on it's own merrits it's a pretty dumb title. I maintain, just like how the reignited trilogy should have been called the Gem Collection the N.sane trilogy should have been called the N.sanity collection, it sounds more dynamic and has a better connection to the name of the main island, but that's a nitpick, this is about the contents of the incredibly shittily named game. I guess the most readily apparent thing to mention is the visual component. Of course these games have gotten a big graphical overhaul in more than just bringing the graphics up to date but also in general design. I love and hate the way this game looks, and that comes down to 2 things: quality and aesthetic. In terms of total realism, this game skirts as close to that as far as any moden game does. I still maintain that graphics never needed to be any better than games of the late 7th gen, we should really stary focussing on performance and affordability over polygon count now, but if we must have total realism than this game does actually look really good. There's some truly inspired visual design here, there's a fantastic use of color all around. I don't care if it makes me sound like a pansy, but one of my favorite things in the world is a nice sunset, and there are a few levels that gets this look down and it can only be described as pleasant, sunset vista in particular… fittingly. The lighting effects are great. I can't think of any particular examples, this entire game has fantastic lighting. It was recently explained to me from a game design student what ray tracing is, and ray tracing is cool in concept, but if this is what we can get away with using raster based lighting engines, I really do question if ray tracing is necessary with anyone but the most snobby of graphics snobs. No offense. Of course I've been saying for years, do we really need X or Y, and the answer has always been yes whether I liked it or not. Furthermore the environments are borderline lifelike, and I'm really amazed how they managed to make what used to be a 4:3 trilogy into widescreen and both managed to keep crash's relative size on screen compared to the environment around him consistent with the original games while also not making the environment around him too prominent, or not prominent enough. He's the same size on screen as he always was but the enviroment around his doesn't take up too much or too little of the screen. This is especially impressive given that these games are essentially 2d games converted to 3d. It's not like converting a 3rd person shooter from 4:3 to 16:9 where you're basically just increasing the field of view. I was probably a very tough balance to maintain, especially as the precision of what you see is very important to the precise platforming gameplay these games offer. So in terms of delivering graphical fidelity, this game hits it out of the park. But the problem comes in when we consider that they went for total realism. The series from the start had a degree of cartooning as a result of limitations, but they made it work and the series had kept the cartooniness to a certain degree since then. I don't mind more cartoony elements combined with realistic environments, but the N.sane trilogy tries to make everything realistic. I'm just gonna come out with it, what in the phenominal fuck did they do to crash's design. They tried to make him look like a realistic take on the original design, and it's ugly, I'm sorry. And the rest of the designs are a mixed bag, like N.tropy fell right off the uncanny valley. He is straight up creepy. Tawna looks way too human, tiny and dingodile just looks weird, the less said about koala kong the better, when it comes to the quadrupeds, their place on the uncanny valley is arbitrary, pura looks more cartoony where polar is fully realistic. Of the main cast, I think that I think the only two that come out unscathed is cortex and coco. Cortex basically has the same design he's had since wrath of cortex but with some more skin texture. He's still neon yellow as opposed to the slight yellow tint at best his skin had previously, but I've made peace with that whether I like it or not. He manages to have a level of cartoonyness that makes the most of the higher polygon count while also not sacrificing the initial look of the character. The

same goes with Coco, her design wasn't changed it was more refined from the original, she doesn't have the same fake looking fur that crash has except on some of her face. She skirts on the edge of looking too human, but they pull it off. And without wishing to sound creepy, she's cute as a button. I guess I'm kinda indifferent as to whether I like how this game looks or not. It's just a constant clash between the realistic and the stylized, it's rough at times. I still think this game looks good, but they needed to establish a more consistent look. I literally haven't touched the reignited trilogy since I got it. (me) It's still in the plastic wrap on my shelf (shakecase) That's the disk, it fell out at some point (game) I haven't played it because there are still some lingering scars that haven't healed from the prerelease. But from what I've seen, that game manages to update the look while still keeping it consistent with the aesthetic of the original. It's not realistic, but still looks like a modern game. The n.sane trilogy is a constant clash between the realistic and the cartoony and it's a mixed bag as a result. That mobile game that came out recently is a prime example of a modern but stylized design for crash that shouls have basically been his design from the start. I will say the benefit of hindsight allows them to update the presentation of the cutscenes and they mostly do a good job. There was some jank in the originals, especially the first game that seemed like the bridging point between crash bandicoot and way of the warrior, and they've really made the cutscenes come to life. They have a quicker pace and have a more rubbery look to them, and they even tend to give the characters more to do than stand their stock still like this is family guy or something which was an issue with the original games. They even manage with the benefit of hindsight to explain some things that slipped past you in the originals, like how they got to the time station in warped, it shows them teleporting in. Also I've never noticed that they actually show that the time station is in some body of water, I always assumed the void they were in was space but the added color and brightness lets you see what you've never been able to see before. But then some of the other changes are odd. Like the whole damsel in distress thing with tawna wouldn't fly today or something, so you have to see her kicking a bit of ass before she's captured. So if she could do this the whole time, where was she when the rest of the cutscene was happening. So more or less these cutscenes are a big step up. Except some of the characters do tend to be a bit more wacky than they probably should be. You see, the N.sane trilogy and the entire series since 2004 is a prime example of what I've come to call "The Twinsanity Effect" now while we're examples of the the twinsanity effect before twinsanity, the reason why I name it after that game is because it was the most sudden and jarring I've ever seen. What I call the twinsanity effect is when a longrunning series has a sudden, severe shift in tone. Then the games that follow the shift in tone follow the latter tone as opposed to going back to the former. Then the series starts to be known for that tone as opposed to the original tone it started with. A famous example of the twinsanity effect is Sonic colors. The Sonic series had developed a reputation for being serious in the 2000s, for better or worse. Then when Sonic colors came out, the tone was much lighter with a heavyer emphasis on quips, and humore and had a much more self referential, light story. Then all the games that followed had the tone of colors as opposed to the games that came before it. When you can accurately pinpoint the moment a series shifted in tone. That's the twinsanity effect in action. I'm not going to say it's a bad thing in concept, but I've yet to see the twinsanity effect in action and a series actually benefit as such. What so many people really fail to see about the original crash trilogy and the next few games to follow to a lesser extent is that they were actually played very straight for the most part. The only character who was "funny" was crash himself, but he was the lone acception. He was the essentric in a world filled with centers. Or to put it in another way, the word was the straight man to crashs wacky antics. So he stood out more because everything around him was played straight, and tonally it was usually very serious. Not fully, it was still a somewhat wacky world, but it had a good balance. It wasn't Willy Wonka wacky. Sure there were quirky characters like pinstripe papupapu's giant crack and rilla too but crash was the only outwardly wacky character. So there were wacky elements but you could still in theory take it seriously especially cortex and uka uka who, imagine this, came across as sinister from time to time. People have actually gotten on my tits for complaining that cortex in the latter days of the series is a joke. "Well how can you take him seriously when he's been getting punked out from the beginning?" Because he was rarely presented as a joke, he was always played with a degree of seriousness. So I could take him seriously. Remember what I always say, if a character takes the story seriously, it give the player an incentive to care. But when the characters don't care, why should I? So now the

cutscenes have retroactively taken on the tone of twinsanity and are as a result wacky to a fault (show) and what pisses me off is that this is revisionist history. Now people are going to associate the original games with this tone as opposed to the tone that they originally had, so now in the minds of the masses, the possibility to take anything this series does seriously has gone down the drain and the biggest shame in this regard is that… and I might get alot of shit for saying this, I don't think the crash Bandicoot series has ever been funny, when they did do comedy it was always very surface level and juvinile, only getting worse as it went on. The only game to make me actually laugh is crash of the titans and yet that's one of the ones you're not allowed to like. That's why I prefered the series when crash was the lone outwarldy wacky character because aside from giving you a bit of contrast, you could take it seriously and I didn't find myself cringing at characters so over the top that they practically have a laugh track following them around. The series was more founded and even when crash was being crash he was the only one trying to be wacky, so I could more easily look past that. But now everybody had the personality of crash so everything is all wacky all the time, like this is the foam bat Olympics. The ultimate irony is, as the series has started to look more and more lifelike, the characters have become less and less real. That said there is one character who greatly benefited from the twinsanity effect and surprisingly that's coco. I don't quite remember what I said about her way back when, but in hindsight she was a pretty bland stoich character in all but arguably crash of the titans, she was the smart foil to crash, and while she still is that, she's also an absolute goofball. Her and crash have the same mannerisms but context gives them reasons. Crash is dim where coco is smart and very tech literate but also a goof. That's fun, I like that, it makes her much more interesting than previously, especially in crash 3 where previously she was just kinda there. I think these two versions of coco stack up as my favorite portrayals of the character. If you've noticed a distinct lack of gameplay discussion in this game review, then you are the observant one. There's not much to say as far as gameplay is concerned. Of course there's the infamous hitbox issue. The originals had generous square hitboxes so you weren't prone to unfairly dying all that often where when this game was new your hitbox was not only smaller but also pill shaped, so you'd not only take more hits unfairly buy also slip off the edge of ledges much more frequently. This always struck me as difficulty for difficulty sake. However vicarious visions conceeded and eventually fixed this issue. I actually remember hearing about them fixing the hit boxes in this game a when back but didn't really care enough to endulge. I was hoping that when I saw there was a new patch that I could get something to compare and contrast. But I had 1.06 and 1.07 was the patch, so that was after it was already fixed. Good thing I turned off automatic updates. And hopefully that means that when I do eventually play the reignited trilogy I can still play the 1.00 version, because I want to see how badly Shitzaru Hackfraud Games fucked up one of my top 5 favorite games without the patches to cushion the blow. The n.sane trogy still doesn't feel 100% accurate, but that's understandable. Crash Bandicoot as a concept is so simple that even the slightest change utterly rebalance the entire shebang and that's certainly how it feels. I found in some ways that crash 1 was easier and harder in other ways, I managed to maintain around 60 lives from the second island onward. Crash 2 I found strangely more obnoxious, and I'm already not that big a fan of the original, and with crash 3, I'm not sure if it's easier than it was on ps1 or if I'm just better at it than I remember, but I pretty well steamrolled through this game. I think by the time I faced cortex, the only gems I hadn't gotten were the ones I physically couldn't have gotten. And that was without backtracking to levels I'd finished, this was all first try. Furthermore, I forgot how short these alternate game mode levels were. Like the first motorcycle race I got the gem and the relic first try. I remember hearing these alternate game modes were actually harder than in the original, they must have been rebalanced. It would make sense because there are some things that I distinctly remember being more or less difficult, and they've instituted more liquid difficulty states depending on how your doing. So if you're really struggling tell slow down the boulder or give you extra checkpoints that weren't there before. Even the akuaku masks that you might get, if you die a few more times they'll give you 2 masks, doesn't help if bottomless pits are what's doing you in but nevermind. There are a bunch of little tweaks they've made to make these games more accessable like giving you unlimited tried in the crash 1 bonus levels or giving crash 1 a proper save system, belive it or not I never really had an issue with the save system in the original game, but that's just me. Or hey, they made it so you don't have to get through the level without dying to get the gem in crash 1. In retropsect, most of

the rebalancing has been done to crach 1, which I guess amkes sense in a way. So they're trying to make sure that everybody has a chance. If they've made changes to the hitboxes, they probably would have rebalanced the difficulty as a whole at some point. They also patched in something called classic mode which makes the game closer to the original in design. Whatever that's supposed to mean. One of the things I actually really like is that they added time trials to all 3 games. Before the time trials were only in the third game minus some very specific examples. I've always liked the time trials because it's a way to extend the content without breaking formula, and it gives you a chance to really flex your precision platforming skills. So adding to all games seemed like an obvious step. One other step that I'm kinda mixed on is the decision to have coco as a mostly playable character. I mean, fair play to them if that's what they wanted, I just never really saw the point. Especially as she doesn't offer anything but a pallet swap. Part of me thinks this was in an effort to be more inclusive, but my question is, why? Not to sound masculine normative, but this is a series about an orange marsupial jumping on crabs. It's not exactly something that screams masculine or exclusion, I mean ghostbusters for example is the least masculine action franchise ever pretty well, so it'd be like… oh right, but then again, I can only speak for myself. I'm not saying I'm against the addition, I'm just saying it seems utterly arbitrary. Maybe it's just because I'm uncomfortable with the scenes in the first game where you get boxes dropped on you for missing them. I was going through the first level missing every box because I couldn't remember if it was the first or second game that gave you the special gem for missing the box and the end result was this (show) (meconcerned (game) I'm sorry, sitting there for 30 seconds watching that is kind of upsetting. I'm not sure what that says about me, but with crash it's at least tested with a bit of levity. Otherwise I can't really think of many big differences in gameplay, there were times when the cluttered graphics made some enemies blend into the background until it was too late to attack them properly, and the more detailed graphics also made it harder to gage what attack is proper for some enemies. Where when you had simpler graphics things were immediately distinct enough that this wasn't an issue. As I said though I don't really have much to say on the gameplay and i don't want it to seem like I'm trying to force things to talk about just for parity sake. So let's move on. The music, yeah, I really don't like the music. They tried to remake an approximation of the jungly music from before and it kinda lost slot of the impact it had before. (Show) So it feels like someone's recording the Crash Bandicoot soundtrack in the next room over. This is another thing that the Reignited trilogy did from what I heard that was so cool it actually made me mildly excited. They give you the option to listen to the old soundtrack or the new. And from what I understand they managed to get the master tapes for fully uncompressed music. Why couldn't crash do that, I dunno. Maybe the master tapes were lost or damaged in the universal studios fire of 2008. But shit, I'd still take the option to listen to the better stuff even if it is compressed… you know as I look through this game I can't help but feel it did the best job it possibly could have. The thing is, this game was never made for me and so what does my word matter. This was always intended for the people who never had a chance to play them. Kids born after the turn of the millenium. And in that respect, giving a new generation a chance to play it, the n.sane trilogy does it's job. It was a safe reintroduction of crash Bandicoot into the minds of the masses after 10 years of dormancy. Do I reccomend this game, absolutly, it's the best way to play the trilogy currently and it's on bloody everything. My biggest problems are everything external to this game. You know, I played the medieval remake a while back and that game is bothe one of the best and worst remakes I've ever played. Worst because it's a warts and all remake with shinnier graphics, but also best because it feels like it's genuinely trying to preserve and pay tribute to the past. It gives you the option to play the original on the main menu. That's something all remakes should do because it gives people the chance to experience the old and how far we've come. I'm not sure what the legal status is on the original trilogy, so maybe that wasn't possible, but the N.sane trilogy can't help but feel like it doesn't exist to preserve history, it exists to overwrite history. Because there's nothing in the game that in any way indicates a preservation effort, it's just a shot for shot remake with better graphics hoping that this is the new definitive way to play the game and it's working. If you go online and look at any popular YouTuber who brings up these games and 9 times out of 10 they show the remake. I think the N.sane trilogy is a fine way to play these games, but whether or not it's the definitive way is up to personal preference. Personally I prefer the original, but that's just me. But I feel like on a one man crusade to prevent new games from revising

history. Do I sound a bit nuts yes, but I just want to see the past preserved and so few seem to care about that. And it's a thankless task because I know I'm something of a pariah in the crash community. Aside from not being too fond of the nintendo crash fans, because they act like they've claimed ownership of the series ever since it came out on switch, I'm also not supporting the series currently for 2 reason, after 2 remakes in a row, the second one being utterly redundant, I have no reason to believe that the series doesn't exist for the sake of cynical nostalgia pandering. We proved with our wallets that we'd pay for more crash with the N.ssne trilogy, so why the next game was another remake baffles me, but really it's just because it would have made more money than a new game. The everybody wins scenario would be a new game with a new sorry and new levels that also includes the tracks from crash team racing on top. I'd pay 60$ for that, but alas. And the second reason is that I don't see good things for the series especially after the I troduced microtransactions. And oh boy does this statment piss people off. Yes, you can say the microtransactions aren't intrusive, even if the games that economy skews itself towards insentivising purchases. But the thing people badly need to realize is, microtransactions are never intrusive at first. Because it's a gradual process. They introduce hostile mechanics in a digestible way, so the people who say this is a bit shit get overpowered by the people screaming that "it's just cosmetic" or "it's optional" or whatever. I'm of a mind that microtransactions are never justifyable in full priced games and you need microtransactions to pay for production, that's your fault for not being able to budget correctly. So once Activision sees that there are people actively justifying predatory mechanics, it will inspire them to bring them back next time, only worse. If you don't treat the cancer now, it will only spread, that's why I fight against microtransactions. And there are people who have gotten Angry at me for floating this observation. Who will angrily justify anticonsumer practices and the escalation thereof. The accusations leveled at me are rediculous. I've been called extreme or unreasonable for not blindly supporting Nitro field. No no, book burning is extreme, exercising my right as a consumer not to support products that I don't believe, that's just life in a free country. I'm under no obligation to support anything I don't want to, and if you don't believe that, if that's too extreme, then I'm sorry, you're a boot licking imicle. I just don't want to buy it, the end. And people seem to forget that my issues with the series goes much deeper than paving the way for future for anticonsumer practices, it's also the fact that crash has been "back" since 2016 has shot up to being the number 2 or number 3 in gaming again but has made next to nothing new. We had the safe reintroduction of the series to gaming, why did we need another one? So what reason do I have to believe that this series doesn't just exist for the sake of cynical nostalgia pandering at this point? I'm fine with remakes under some circumstances, but when it becomes clear that we're milking the past just Because that's what people will buy, then I can't support that. Because when were just going to end up right back where we started. If you want to support that, then I'm not mad at you. I'm just holding out for something actually new so I can get an expirience that I haven't gotten before and until that happens I have no interest in the series. I don't like the fact that I have to keep reclarifying this over and over. The way I see it the universe can go one of two ways at this point, they can make a brand new game and I will wait a few weeks before buying it to see if they add in anticonsumer mechanics retroactively after the dust settles. Then I'll weigh my options, but if the next game is a remake of crash bash or wrath of aids, then I'm done. I'm walking away from the series. All I want is reasonably priced, entertaining games that treat the consumer with respect. Why is that so hard to come by?